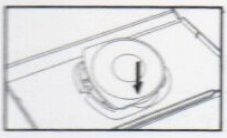
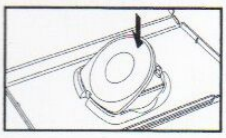
KONAMI
RENGOKU II
The Stairway to H.E.A.V.E.N.

PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP® system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.
Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

For further information visit http://www.pegi.info

ULES-00437

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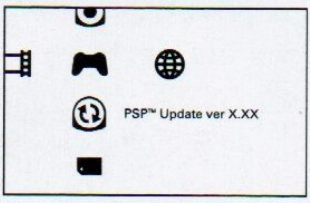
SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- **During an update, do not remove the AC Adaptor.**
- **During an update, do not turn off the power or remove the PSP®Game.**
- **Do not cancel the update before completion as this may cause damage to the PSP® system.**

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: **yourpsp.com**

PARENTAL CONTROL

This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

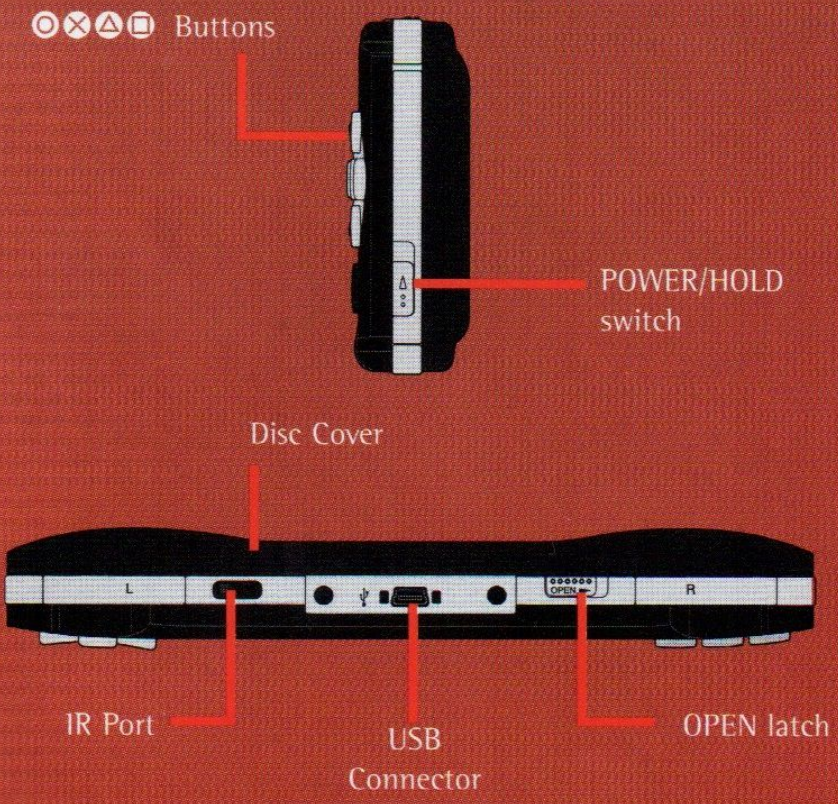
This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

CONTENTS

Story	08:
Getting Started	10:
The Game Screen	11:
Controls	12:
Scenario Mode	14:
Terminals	15:
Status Menu	17:
Slot Change	17:
Equipment	18:
Pancratium Mode	20:
Official Site Mode	22:
Gallery Mode	23:

SETTING UP



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the RENGOKU: The Stairway To H.E.A.V.E.N. PSP®Game disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the icon and then the icon. A thumbnail for the software is displayed. Select the thumbnail and press the ✕ button to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a PSP®Game while it is playing.

NOTE: This title autoloads language selection data on boot-up. Select your preferred language from the language selection screen on boot-up.

Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

PSP® (PlayStation® Portable) SYSTEM CONFIGURATION

Directional buttons

L button

LCD Screen

R button

○ ✕ △ □ buttons

Memory Stick Duo™ access indicator

WLAN access indicator

Analog stick

Strap holder

Left speaker

Home button

Volume

Hold indicator

Power indicator

Right speaker

START button

SELECT button

Sound button

Display button

WIRELESS [WLAN] FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP® Game in their PSP® system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC.

For further information and setting up details, please refer to the PSP® system Instruction Manual.

STORY

What awaits beyond the endless violence? Salvation? Despair? Or something more?

A.D.A.M. (Autonomous Duelling Armed Machine) was designed to be the ultimate weapon. Programmed with super-advanced A.I., outfitted with an impressively versatile weapon exchange system, and coated with a unique self-regenerating coating known as Elixir Skin, A.D.A.M. was a technological breakthrough with astonishing destructive capabilities.

Ironically, the A.D.A.M. units proved to be almost too effective in the role given to them. The wars for which these machines had been built quickly came to an end, and having no further use for the A.D.A.M. units, humans sealed them away in giant Rengoku Towers. In these private hells they were to continue their fight... Against each other.

Countless years have passed. And now, in one such Tower, a single A.D.A.M. unit is on the verge of awakening to his past...

GETTING STARTED

Insert the Rengoku 2 PSP® Game disc into the PSP® (PlayStation®Portable) system and press the POWER/HOLD switch. The game will load and the title screen will appear.

The title screen. Select 'New Game' when playing for the first time. You can choose from one of four modes of play:

New Game & Continue Game

Aim for the top of the tower in this single-player mode. Take weapons from your defeated foes and become the ultimate fighter! [See page 14.]

Pancratium Mode

Use the WLAN function (ad hoc mode) to fight head-to-head against other players. Game sharing is also possible. [See page 20.]

Official Site Mode

Use the WLAN function (infrastructure mode) to connect to the Rengoku 2 Official Site. [See page 22.]

Gallery Mode

View game story events and extra story scenes and listen to game music. [See page 23.]

THE GAME SCREEN

This section explains how to view the in-game screen. Your damage gauge and remaining ammo displays are especially important.

Damage Gauge

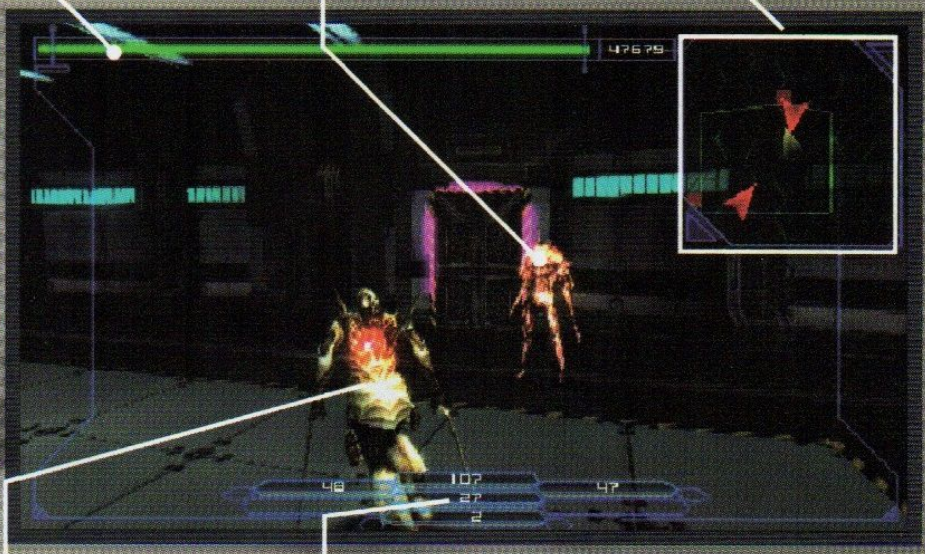
Indicates the damage you have sustained. If this gauge falls to zero, you will be returned to the bottom floor of the tower. Damage will automatically recover gradually.

Radar

The yellow triangle is you, and the red triangles are enemies.

Enemy A.D.A.M.

Defeat enemies to obtain items and open locked doors.

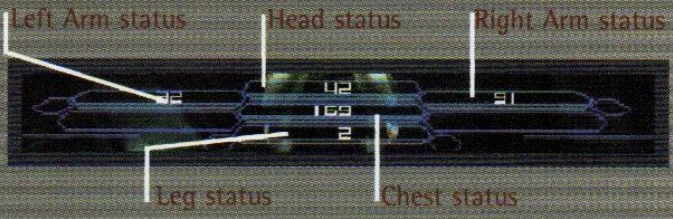


Player Character Status

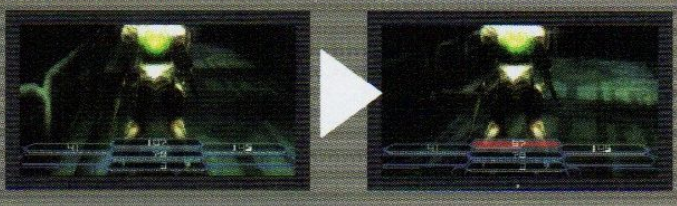
This displays the status of each of your equipped weapons. The numbers are the remaining number of uses. When these fall to 0, the weapon will be temporarily removed and the next weapon (or nothing if there is no next weapon) will be equipped.

Player Character

Lead your character to the top of the tower. Your character's appearance will differ depending on the weapons you have equipped. You can also alter its colouring.



The gauge below the number is the heat gauge for that body part. Continued usage of that weapon will make this gauge rise. If the gauge gets too high, the weapon will overheat and become temporarily unusable



If the gauge turns red, the corresponding part will overheat.

CONTROLS

On all menus, such as the title screen or on the terminal screen, use the up and down buttons to highlight a command, and press the ✕ button to confirm your choice. Press the ○ button to cancel a command or close a command screen.

L Button

Lock-On

Lock on to a nearby enemy. If numerous enemies are nearby, you can cycle the lock-on between them with each press of the button. Hold down the R button and press the L button to disengage lock-on.

Directional Buttons / Analog Stick

Move

Move the player character around. The type of movement differs depending on whether or not you are locked on to an enemy. Pressing twice in the same direction performs a dash/emergency evasion.
Press twice quickly in the same direction to evade attacks.

Lock-On

Lock on to a nearby enemy. If numerous enemies are nearby, you can cycle the lock-on between them with each press of the button. Hold down the R button and press the L button to disengage lock-on.

Normal

During normal movement, the left/right buttons rotate your character on the spot, while the up/down buttons move forward and backward.

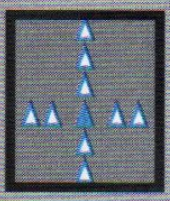
Locked On

When locked on, the left/right buttons can be used to circle around the target.

R Button

Turn / Strafe

Press to rotate your character 180 degrees. Hold down and press the directional buttons / analog stick to strafe.



R button pressed
Strafe left and right with the R button held down.

Memory Stick Duo™ Slot

Slot for inserting a Memory Stick Duo™ or Memory Stick PRO Duo™.

WLAN Switch

Used in Pancratium Mode [see page 20].

○×△□ Buttons

Attack

Attack with equipped weapons. If you have no weapon equipped, you will attack barehanded.

Method of attack differs depending on equipped weapon.

○ button Use right arm weapon. Also used to cancel commands.

× button Use chest weapon. Also used to confirm commands and open doors.

△ button Use head weapon.

□ button Use left arm weapon.

START Button

Open Status Menu

Displays the Status Menu. Here you can check your current status, weapons, and the map and items you are carrying. Press the × button to close the menu. (See page 17.)

SELECT Button

Open Slot Change Menu

Displays the Slot Change Menu.
Here you can exchange your weapons for previously selected alternatives. Press the × button to close this screen. (See page 17.)

SCENARIO MODE

This is the single-player main mode in which you must work your way up to the top floor of the Purgatory Tower. But what awaits you there – salvation or despair?

The Endless Battle in Purgatory

On the title screen, select 'New Game' or 'Load Data' and then 'Continue Game' to play this mode.

New Game – Start a New Game

Begin from the start of the game. First enter a name for your character. Use the directional buttons to highlight letters and the ⊗ button to enter them. Select 'OK' to start the game.

Continue Game – Continue a Previous Game

Play the continuation of a previously saved game. The game you will continue is the game stored in the data loaded after selecting 'Load Data' on the title screen.

! Game Saves

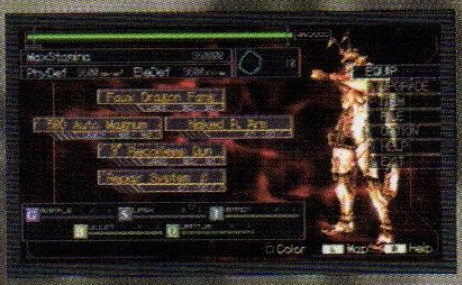
A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 448 KB of free space is required save a game.

The game can be saved on the terminal screen.

TERMINALS

A terminal is located at the starting point of each floor. Press the ✕ button in front of the terminal to power yourself up using collected weapons or Elixir Skin, or to save the game. Once you activate the terminal a menu will be displayed, so use the directional buttons to highlight a command and press the ✕ button to confirm your choice.
Using a terminal will also automatically repair all damage and refill the energy of your weapons. Take advantage of this feature if your weapons are low on energy.

A terminal. Press the ✕ button in front to use it.



Select from one of 7 commands.

Equip – Change Weapons

Change your character's weapons. First select the body part that you want to equip. A list of all weapons that can be equipped there will then be displayed. Select the weapon that you want from the list. If you have increased the number of slots, it is possible to equip multiple weapons to a single body part and then switch between weapons using a Slot Change.
(see page 17).

Equippable Body Parts and Slot Numbers

Some weapons require more than one slot to equip. For instance, an arm weapon that requires two slots can only be equipped to a left or right arm that has been powered up to two slots or more.

TERMINALS

Upgrade – Improve Parameters

Use Elixir Skin to boost basic parameters.

Increasing resistance and physical & quantum defence will make it harder for you to be defeated. Increasing the number of slots for each body part will allow more weapons to be equipped there. Heat resistance means weapons will take longer to overheat.

Don't hold back! Use Elixir Skin to power up!

Item_ Manage and Break Down Items

View a list of all weapons that you own. Press the L button to arrange the list by weapon type and press the R button to view details on each weapon. You can also press the ⊗ button to break the selected weapon into Elixir Skin. That weapon will then be lost.

Press the R button to view details on each weapon.

File_ Save and Delete Saves

Save the game to a Memory Stick Duo™ or Memory Stick PRO Duo™. Select 'Save' and then the location you wish to save. You can save in up to five different locations, so long as free space allows. You can also delete saved data by selecting 'Delete Save'.

Select a location to save the game.

Option_ Change Volume and End the Game

Change music and sound effects volume. Use the up/down buttons to highlight the item you want to change and use the left/right buttons to actually change the volume level. Select 'Return to Title' to end the game and return to the title screen. Any unsaved data will be lost.

Help_ A Simple Operations Manual

View a simple operations manual. Use the left/right buttons to move through the pages and the up/down buttons to select a category. Press the ⊗ button to read the selected category. Press the ◎ button to exit the operations manual.

Exit_ Return to the Game

Close the terminal screen and return to the game.

STATUS MENU

Press the START button during the game to open the Status Menu. Press the L button on the Status Menu to switch between your status screen and a map showing the area you have covered so far. Press the ○ button to exit the Status Menu.
The following commands can also be performed from this menu:

Item_ View a list of items. You cannot break them down from the Status Menu.
Option_ Change music and sound effects volume.
Help_ View the simple operations manual.
Exit_ Exit the Status Menu.

Status Display

Check your status, which weapons you have equipped, and your proficiency with each weapon. Move the analog stick to rotate the main character model at any time. Press the □ button to change the colour of the main character. The character's appearance changes as you power up.

Map Display

Displays a map of all the ground you have covered on the current floor. You can move the map around with the analog stick.
The room outlined in green on the map is the starting point, and thus the location of the terminal. The room outlined in red is the Challenge Room. Blue squares indicate doors into rooms you have previously entered, and red squares indicate doors into rooms you have not yet entered. One-way doors are indicated by a triangle. Use the map to quickly find rooms that you haven't entered yet.

Slot Change

Press the SELECT button during the game to display the Slot Change screen. You can change between weapons on this screen only if you have previously increased the number of slots of one or more body parts and have multiple weapons equipped there.

Exchanging Weapons

The currently equipped weapon for each part is displayed large on the Slot Change screen. Highlight the body part you wish to change with the directional buttons and then press the ✕ button. Each press of the button will cycle to the next weapon available for that body part. Press the ○ button to close the Slot Change screen.

EQUIPMENT

There are three broad categories of equipment: Weapons that can be equipped to each arm and the head or the chest, protective parts that can be equipped to the arms or chest, and support parts which can be equipped to the legs. Weapons are further divided into five attacking types, and continually using the same type of weapon will lead to additional proficiency with that type.

The Weapon Radar Chart

The radar chart, displayed when a weapon is selected, gives you an idea of the overall parameters and ease of use of that weapon. If you want to view specific attack power and other details, press the [R] button to view help data.

Close Combat, Swords, Guns

Power_ A composite representation of physical, quantum, and thermal damage. The higher this number, the better!

Ammo_ Available ammo/energy for the weapon.

Hit_ A composite representation of area of attack and ease of avoidance.

Use_ A composite representation of number of slots used, recoil, and any other special features.

Rarity_ How difficult this item is to obtain. The higher this number is, the less likely enemies are to drop it.

Shields, Armour

Defence_ A composite representation of physical and quantum defence. The higher this number, the better.

Consumption_ The rate of energy used. Only applies to some equipment.

Resistance_ A composite representation of defence against heat, being stunned, and other special attacks.

Special_ A composite representation of special features, such as jammers, optical camouflage, and boosters.

Rarity_ How difficult the item is to obtain. The higher this number is, the less likely enemies are to drop it.

Legs

Mobility_ A composite representation of manoeuvrability and cooling abilities. The higher this number is, the better.

Output_ A composite representation of the number of times functions can be used and energy consumption.

Resistance_ A composite representation of defence against heat, being stunned, and other special attacks.

Special_ A composite representation of special features, such as repair kits, jammers, and extra energy.

Rarity_ How difficult this weapon is to obtain. The higher this number is, the less likely enemies are to drop it.

EQUIPMENT HELP DATA

Press the R button to view more detailed information on the currently selected weapon. You can check actual physical and quantum damage values from here. Heat, which increases as a weapon is used, is also very important.

Additional Weapon Effects [Properties]

Some weapons have additional effects and properties, such as a physical stun attack or a knock-back attack. An attack made with a weapon having the 'charge attack' property can be charged up by holding down the button. The longer the button is held down, the more powerful the attack will be. The yellow text displays the properties for that weapon.

Equipment Upgrade

A weapon will be gradually upgraded if you use it continuously, improving its performance. The following three areas can be improved – after defeating an enemy with that weapon, one of these areas may be randomly upgraded:

En_ Energy. Increases the number of times you can use that weapon.
He_ Heat. Reduces the heat produced by using that weapon.
Pr_ Property. Properties attached to the weapon will be more likely to take effect.

Proficiency

There are 5 types of weapons: Grapple, slash, impact, bullet, and quantum. Consistently using the same type will increase your proficiency with it, raising the damage it causes. You can view your proficiency with each type of weapon from the status screen.

PANCRATIUM MODE

In this mode, up to 4 players can enjoy head-to-head combat using the wireless LAN function (ad hoc mode).

Fighting an Opponent

Load data from the title screen and then select Pancratium Mode. The WLAN switch on your PSP® (PlayStation®Portable) system must be turned ON prior to playing in this mode.

Game Sharing – How to Share

Start this mode and the game will first search for players who can participate before proceeding to the lobby screen.

This mode supports game sharing, allowing you to send this game to other players' PSP® (PlayStation®Portable) systems. If you wish to do this, highlight Game Sharing using the directional buttons and press the ⊗ button. Any players nearby who can receive the game will do so automatically.

Players who receive the game in this way can enjoy ad hoc head-to-head battles in exactly the same way as players with a copy of the game. However, they cannot organise a new party. You can send to up to 4 PSP® (PlayStation®Portable) systems at once. The game will remain downloaded until you press the HOME button or turn off the power. Press the ⊗ button to exit.

PANCRATIUM MODE

Create a Party – Up to 4 players Can Participate

Only players in possession of the Rengoku 2 PSP® Game Disc can create parties. Up to 4 players can join a party and then fight it out. Once all the participants have joined the party, press the ⊗ button and the game will start. Before doing so, use the up/down buttons to change the battle mode and the left/right buttons to change the battle stage.

Press the ⊗ button once all players have joined. Of course, you can play with fewer than 4 players as well.

Some Battle Modes

Normal_ A variety of weapons and equipment will appear randomly across the battle stage.

Crazy_ Only high-powered, super-strong weapons will appear.

Grapple_ Only short-range, close-quarters weapons will appear, limiting the battle to close-quarters combat.

Join Party – Enter a Party

Join a party that has been created by another player. After joining, press the ⊗ button and wait for the creator of the party to start the game.

Pancratium Rules

The first player to score three kills is the winner in Pancratium Mode. Weapons and equipment litter the stages and can be equipped as soon as picked up, without the need for a terminal. However, you cannot remove an equipped weapon until its energy runs out. The first player to take out three enemies is the winner.

OFFICIAL SITE MODE

This mode allows you to enjoy a variety of content via the wireless LAN function (infrastructure mode).

Prior to Use

In order to use this mode, you must connect to the Internet via the PSP® (PlayStation®Portable) system's wireless LAN function (infrastructure mode). For more information on the PSP® (PlayStation®Portable) system's infrastructure mode, see the PSP® (PlayStation®Portable) User's Manual.

PSP® System Software Version

It may be necessary to update your PSP®'s system software version prior to connecting to a broadband network using the wireless LAN (infrastructure mode).

Rengoku 2 Official Site

After turning the PSP® (PlayStation®Portable) system's WLAN switch ON, load data from the title screen and select Official Site Mode. A browser will automatically be opened and access the Rengoku 2 Official Site.

At the Rengoku 2 Official Site, you can view information on various aspects of the game and download equipment data. In order to download this content, a Memory Stick Duo™ or Memory Stick PRO Duo™ with the requisite amount of free space is required. The exact amount of free space required will be shown on the Rengoku 2 Official Site.

This online content service at the Rengoku 2 Official Site will be provided for a limited time only. Be aware that this service may be terminated without prior notice.

GALLERY MODE

This mode allows you to view game story events and extra story scenes and listen to game music.

View Illustrations and Extra Story

After loading data from the title screen, select 'Gallery' to enter this mode. Here you can watch story events that you have already seen in Scenario mode, as well as extra story scenes detailing the past of the player character and other characters.

Use the directional buttons to highlight content you wish to view and press the ⊗ button. Press the ○ button to exit this mode.

Introducing Jun Suemi

The artist responsible for Rengoku 2's character design and the depictions of this unique world is Jun Suemi. In order to create a deeper, more realised world, Mr. Suemi joined us again as illustrator on this project, continuing from his previous work on 'Rengoku: The Tower of Purgatory'.

NOTES

NOTES

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